

Name Ticket To Ride

Goal: Connect the most cities

Object: Score the most points

Players: 2-5

Components:

1. Board
 1. 27 Purple Route Squares
 2. 27 Blue Route Squares
 3. 27 Orange Route Squares
 4. 27 White Route Squares
 5. 27 Green Route Squares
 6. 27 Yellow Route Squares
 7. 27 Black Route Squares
 8. 27 Red Route Squares
 9. 94 Gray (Any Color) Route Squares
2. 240 Train Pieces (Color)
 1. 45 Blue
 2. 45 red
 3. 45 green
 4. 45 yellow
 5. 45 black
3. 144 illustrated Cards
 1. 110 Train Car Cards (Color, Type)
 1. 14 Locomotives
 2. 12 Box Cars
 3. 12 Passenger Cars
 4. 12 Tanker Cars
 5. 12 Reefer Cars
 6. 12 Freight Cars
 7. 12 Hopper Cars
 8. 12 Coal Cars
 9. 12 Caboose Cars
 2. 1 Summary Card
 3. 30 Destination Ticket Cards
 1. 2 Destinations
 2. Point Value
 4. 1 Longest Continuation Path Bonus Card
 5. 2 Promo Cards
4. 5 Scoring Markers
 1. 1 Blue
 2. 1 red
 3. 1 green
 4. 1 yellow
 5. 1 black
5. 1 Rules Book
6. 1 Access Code
7. 1 Discard Pile of Train Car Cards (Starts Empty)
8. 1 Face Up Set of Train Car Cards (Starts Empty)

CRC:

| Ticket To Ride | |
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| <ul style="list-style-type: none">• Knows a Board• Maintains a list of Players• Setup Game• Take Turn | <ul style="list-style-type: none">• Board• Player |

| Player | |
|--|--|
| <ul style="list-style-type: none">• Maintains a list of Train Pieces• Maintains a list of Train Car Cards• Maintains a list of Destination Ticket Cards• Knows a point value• Get Train Piece• Insert Train Piece• Remove Train Piece• Get Train Car Card• Insert Train Car Card• Remove Train Car Card• Get Destination Ticket Card• Insert Destination Ticket Card• Remove Destination Ticket Card• Add Points• Subtract Points• Has Turn | <ul style="list-style-type: none">• Train Piece• Train Car Card• Destination Ticket Card |

| Board | |
|--|---|
| <ul style="list-style-type: none"> • Maintains a list of routes • Knows a Train Car Deck • Knows a Discard Set • Knows a Face Up Card Set • Knows a Destination Ticket Set • Knows a Longest Path Card • Initialize Board | <ul style="list-style-type: none"> • Route • Train Car Card • Longest Path Card • Face Up Card Set • Discard Set • Train Car Deck |

| Route | |
|--|---|
| <ul style="list-style-type: none"> • Knows city A • Knows city B • Knows a color • - purple, blue, orange, white, green, yellow, black, red, or gray • Knows a score • - 1, 2, 4, 7, 10, 15 • Knows a length • Check Is Open • Maintains a list of Train Pieces | <ul style="list-style-type: none"> • Train Piece |

| Face Up Card Set - Train Car Card | |
|--|--|
| <ul style="list-style-type: none"> • Maintains a list of at most 5 Train Car Cards • Insert Train Car Card • Remove Train Car Card • Shuffle Set | <ul style="list-style-type: none"> • Train Car Card |

Discard Set - Train Car Card

- Maintains a list of Train Car Cards
- Get Train Car Card
- Insert Train Car Card
- Remove Train Car Card
- Shuffle Set

- Train Car Card

Train Car Card

- Knows a color
- Knows a type
- - Locomotives, Box Car, Passenger Car, Tanker Car, Reefer Car, Freight Car, Hopper Car, Coal Car, Caboose Car

Destination Ticket Set

- Maintains a list of at most 30 Destination Ticket Cards
- Get Destination Ticket Card
- Add Destination Ticket Card
- Remove Destination Ticket Card
- Shuffle Set

- Destination Ticket Card

Destination Ticket Card

- Knows city A
- Knows city B
- Knows a Point Value

Longest Path Card

- Knows city A
- Knows city B
- Knows point value

Train Piece

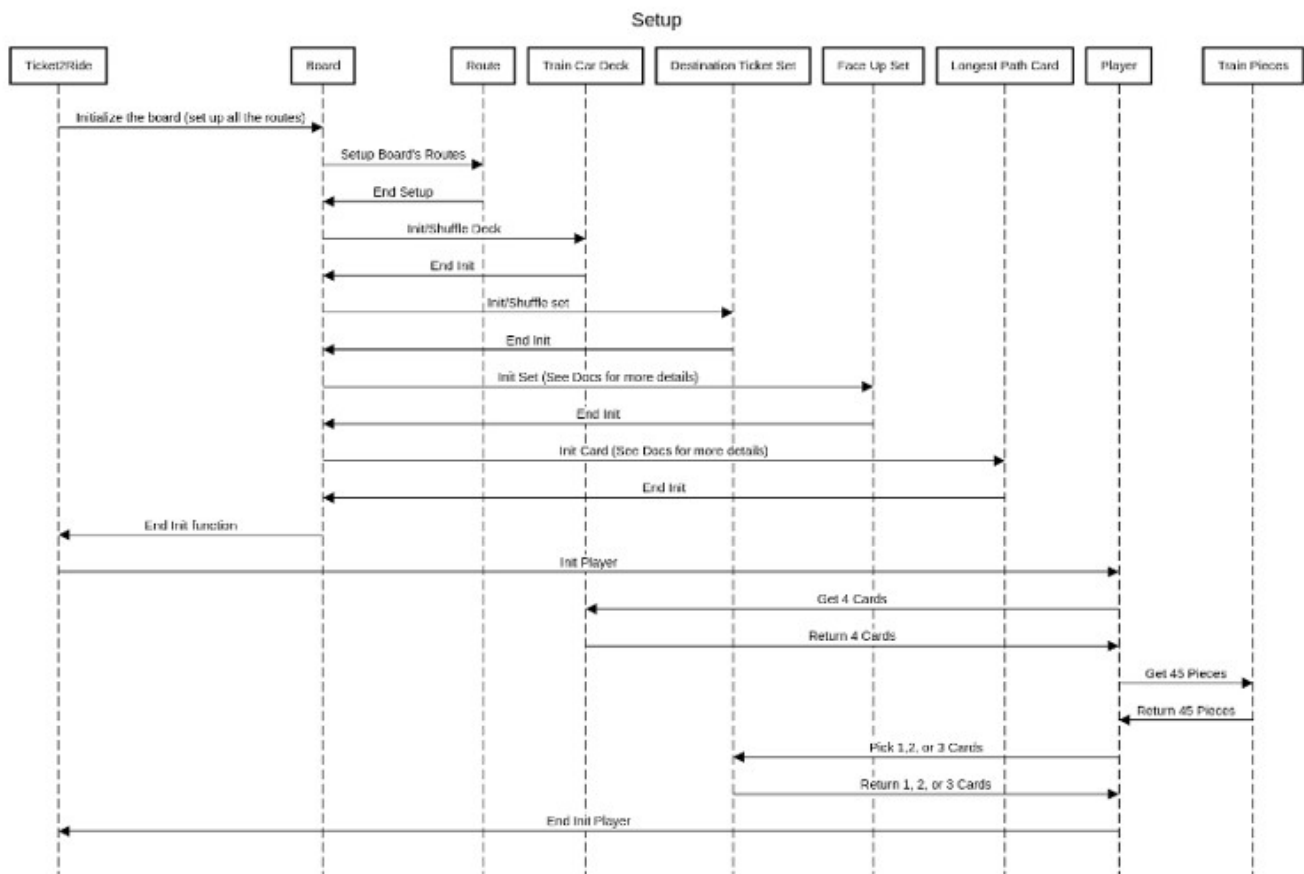
- Knows a color
- - blue, red, green, yellow, black, red

Train Car Deck

- | | |
|---|--|
| <ul style="list-style-type: none">• Maintains a list of at most 110 Train Car Cards• Init Deck:• 1. 14 Locomotives• 2. 12 Box Cars• 3. 12 Passenger Cars• 4. 12 Tanker Cars• 5. 12 Reefer Cars• 6. 12 Freight Cars• 7. 12 Hopper Cars• 8. 12 Coal Cars• 9. 12 Caboose Cars• Get Train Car Card• Insert Train Car Card• Remove Train Car Card | <ul style="list-style-type: none">• Train Car Card |
|---|--|

Setup:

1. Initialize the Board (1)
 1. Init/Shuffle Train Cards (3.1)
 2. Init/Shuffle Destination Ticket Cards (3.3)
 3. Init Face Up Set (8)
 1. Get 5 Train Car Cards (3.1)
 1. Get 5 Train Car Cards (6)
 1. Set 5 Train Car Cards (5.1) in Face Up Set (8)
 2. if(3 out of 5 cards are Locomotive Train Cards)
 1. Set all Face Up Set Cards (8) into Discard Pile (7)
 2. Return to 5
 4. Set 1 Longest Path Card
 1. Get 1 Longest Continuation Path Bonus Card (3.4)
 1. Set 1 Longest Continuation Path Bonus Card (3.4) face up
2. Initialize Player:
 1. Get 45 Train Pieces in their Color (2)
 2. Get 4 Train Car Cards (3.1)
 3. (Secret) Get 3 Destination Ticket Cards (3.3)
 1. Return 2, 1, or 0 Cards to bottom of Destination Ticket Cards Deck
 4. Get 1 Score Marker in their Color (4)
 5. Set Scoring Marker on Start



Game Turn:

1. Player with the most experienced traveler goes first
 1. Turns continue clockwise until a player only has 2, 1, or 0 Train Pieces (4.1)
 1. Once this condition is met, each player gets one last turn
2. A Player chooses one of the following actions:
 1. Get 2 Train Car Cards (1 Locomotive face up card counts as 2 Train Car Cards), where each can be one of the following:
 1. if(Face Up Set (8) has cards)
 1. Get 1 Face Up Train Car Card (8)
 1. Get 1 Train Car Cards (3.1)
 2. Set 1 Train Car Cards (8) Face Up
 2. if(Train Card Deck (3.1) has cards)
 1. Get 1 Train Car Card (3.1)
 1. if(Train Card Deck (3.1) is empty and Shuffle Discard Pile (7) has cards)
 1. Shuffle Discard Pile (7) into Train Card Deck (3.1)
 2. Claim a route
 1. Pick a route to match; min 1 and max 6
 1. if(player has previously claimed a route)
 1. test(Chosen route is adjacent to previously claimed route)
 2. if(#Players < 4 and chosen route is a double route)
 1. test(other side is open)
 2. Pick a set of Train Car Cards (4.2)
 1. test(same color, same type)
 3. if(player's set matches route's color and player's set matches route's length)
 1. Set 1 Train Piece on each box of the route
 2. Get points (Move Scoring Marker)
 1. train = 1 point
 2. trains = 2 point
 3. trains = 4 point
 4. trains = 7 point
 5. trains = 10 points
 6. trains = 15 point
 3. (Secret) Get 3 Destination Ticket Cards (3.3)
 1. Return 2, 1, or 0 Cards to bottom of Destination Ticket Cards Deck

